Design Goals:
- Generate stories that mimic what we hear about Eve
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Possible targets:
- GM-less
- Microscope with focus (tilt from fiasco, antagonistic/tension roles from kindom/fiasco.

Links:
- Reddit thread: https://www.reddit.com/r/RPGdesign/comments/5bf9y4/ideas_for_a_scifi_game_about_huge_spacescale/
- Some EVE events: http://www.dorkly.com/post/76134/5-crazy-things-that-actually-happened-inside-eve-online/page:2